

# CITY OF CHULA VISTA LEAGUE RULES AND REGULATIONS

## WOMENS SOFTBALL

The Amateur Softball Association Softball rules shall be enforced unless otherwise noted. (In Addition to these rules, see the registration packet)

**Insurance:** Players are responsible for providing their own insurance.

**Placing:** Placing is done at the discretion of the Athletics Section, with the goal to have the most competitive Leagues as possible.

**Game times:** Game times will be 6:30, 7:40, and 8:50. Each game will last 60 minutes, at this time the game will end. If the inning is not complete at this time, the inning will be completed. These can be adjusted for league size. THERE WILL BE NO EXTRA INNINGS! (See "Tied Game" for exception)

**Balls:** Each manager is responsible for providing a back up ball prior to the start of the game. The back up balls must be of COR. 47 or lower.

**Bats:** Only single wall bats and bats considered not being high performance bats may be used. The bats must have a Bat Performance Factor (BPF) of 1.20 or under and must follow all SCMAFS rule. Any new bat in the market is at the discretion of the Athletics Section to be deemed high performance or not. **Anybody caught in possession or using an illegal bat after the umpires have checked the bats will be ejected. If a bat is found sitting out in the dugout the owner will be ejected. If the owner does not come forward, the manager will be ejected.**

**Batting:** A player arriving after the game begins must be added to the end of the batting order and may bat when their turn comes up. Teams have the options of batting up to 15-players. If the manager elects to bat all players present at game time, he will have free substitutions.

**Cleats:** Metal cleats will not be allowed.

**Courtesy Runners:** No more than 2-courtesy runners may be used without opposing manager's approval. Courtesy runners should be used for legitimate injuries only. The courtesy runners must be declared before the game to the umpires. (At the beginning of the game the umpire will give you the option to "use as needed")

**Forfeit:** A team must have 8-roster players at game time to avoid forfeit. A mandatory 10-minute grace period will be given to a team if it needs it to field a proper roster. This time will be deducted from the game time.

**Line-ups:** The player's first and last name must be on the line-up. The line-up is to be given to the scorekeeper before the game starts.

**Home Team:** The home team is the second team listed on the scheduled game time.

**Home Runs:** The "one-up" rule will be in effect. The "one-up" rule states that no team may hit more than one home run more than the opposing team. An illegal home run will be ruled a foul ball. This rule may be waived if both managers agree.

**Mercy Rule:** The mercy rule will be in effect when any team is winning by 15+ runs after 5 complete innings. At this point the game is over.

**League play:** The leagues will be played as follows: All teams will play a round robin plus additional games chosen at the discretion of the Athletics Section. Your standings seat you in the tournament.

**PROTEST-**The following procedure must be followed in order to have a protest considered:

The manager of the protesting team must notify the following people **immediately (Before the next pitch):**

1.
  - a. Umpire behind home plate
  - b. Opposing manager
  - c. League Coordinator/League Assistant
    - a. The full protest must be typed and submitted to the Parkway Gymnasium office within two days of the game in question. Protests must be accompanied by \$20.00, to be refunded only if the protest is judged valid.
    - b. Protests may be judged valid but not necessarily enforced.
    - c. Protest will not be considered if it concerns a decision based solely on the accuracy of the judgment on the part of umpires.

**Tiebreakers** in the standings will be decided using this criteria and in this order: a) head to head record, b) totally runs head to head, c) least runs allowed, d) most runs scored, and e) play-off game.

**League Play:** The leagues will be played as follows: All teams will play a round robin plus additional games chosen at the discretion of the Athletics Section.

**Tied-games:** If a game is tied after game time and the last inning has been completed, the game will end in a tie. Each team will receive a ½ win ½ loss. There will be no extra innings to settle a game unless there is still time left on the clock and 7 innings have been completed.

**Standings:** Standings will be with the scorekeeper each week.

**Bad weather:** In case of bad weather call 691-5084 after 3:00 PM for the status of the day's games.

**Drinking and playing:** No player determined to be drinking before the game will be allowed to play.

**Glass containers:** No glass beverage containers are allowed in City parks.

**Smoking:** Smoking is prohibited in the dugout.

**Children:** Children may not be left unattended in the City Parks. Also, children may not be in the field dugout.

**Pets:** Pets may not be left unattended in the City parks.

**Sportsmanship:** Trash talk, taunting, and foul language will not be tolerated. Disruptive behavior will be punished.

**Ejection:** Any player ejected from a game is ineligible to play the following game.

**"6 RUNS PER INNING RULE"- AS LONG AS BOTH MANAGERS AGREE** you have the option of using this rule. You will make the decision during the meeting with the umpire. If a team scores 6 runs in an inning, there at bats would be over and they would take the field no matter what the situation is during the at bat. Hopefully this would lessen the amount of serious blow-outs and keep the game moving.

**Park curfew:** Curfew at all city parks is 10:00 pm. Games that last until this time will be "called". Games may revert back to the last complete inning.

**FOR ADDITIONAL LEAGUE RULES SEE THE ASA RULE BOOK AND THE REGISTRATION PACKET THAT WAS HANDED OUT**  
If you have any questions please call 691-5084. THANK YOU.